

# Team 8 Weekly Team Report for 3/17/10

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*NSF Projects for Joey Toce and Ohio University Software Name Game to Improve Memory Recall in Elderly Patients*

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## **Adapted Sled for Joey**

The adapted sled has been delivered to Joey and he was able to enjoy it in the snow as shown below. A user's manual has to be created.



Figure 1: Adapted Sled

### **Adapted Hungry, Hungry Hippos Game**

100% of the housing unit has been fabricated for the game. The swing arms and motor setups have been put in place. All of the circuitry has been connected and tested for proper operation. Some of the seams have been filled in with caulk, and finally the 3.5mm mono jack for the pancake button has been attached. The future work for the game includes: soldering connections in place, finish caulking the remaining seams, and painting the outside.



Figure 2: Hungry Hungry Hippos Game

### **Control Panel for Joey's Room**

The control panel is now complete so that it can control the CD and DVD player. All four buttons were soldered to the circuit board with the microcontroller. The 9-volt battery connector was also soldered to the circuit board to power the microcontroller. Also the connections for the voltage regulator/relay board and MC were soldered in the DVD player. All of the components fit within the DVD player, so it wasn't necessary to use an external receiver hub. The battery compartment in the DVD player was removed to fit in all of the components, since only the power source originating from the adapter is used in the setup. The problem experienced with the DVD player remote switching was fixed after some testing. Instead of simply a high or low input it requires multiple pulses to turn the DVD player ON or OFF. Before the system would be stuck being ON or OFF. The user's manual has to be created.



Figure 3: Finished Control Panel

### Ohio University Software Game

Most of the software game is complete as it now responds to spoken input. What is left to do is to create an installer, create help files, update the stats class, and default profile.



Figure 4: PhotoLib Form